DEUS EX

VIDEO EZY DAPTO
T74554

ION STORM

EIDOS INTERACTIVE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1 Player • Memory Card (8MB) (for Playstation2):600KB minimum • Analog Control Compatible:Analog Sticks only • Vibration Function Compatible

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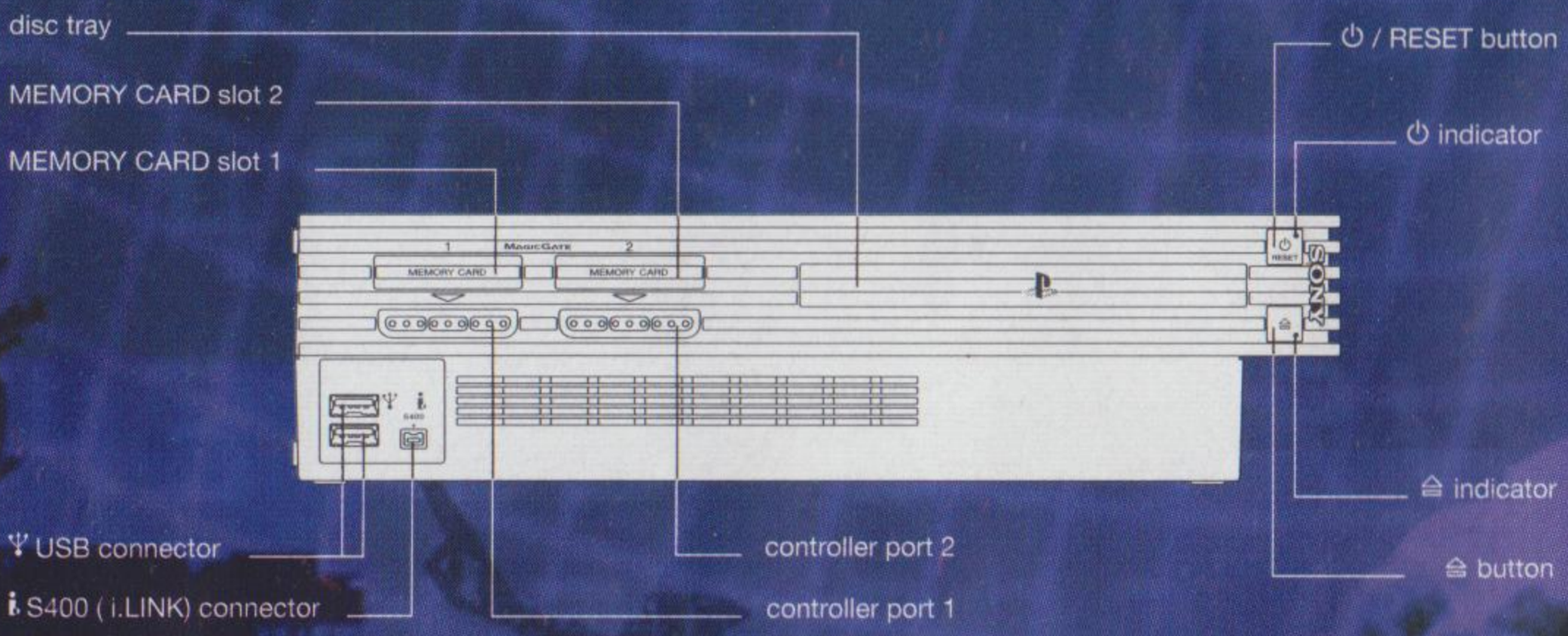
Why not call our recorded gameplay helpline on:

09065 55 88 11*

* Please note that this call is more expensive than a normal call and at the time of publication is charged at £1 per minute at all times. Callers must legally be aged 16 or over.

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ button.

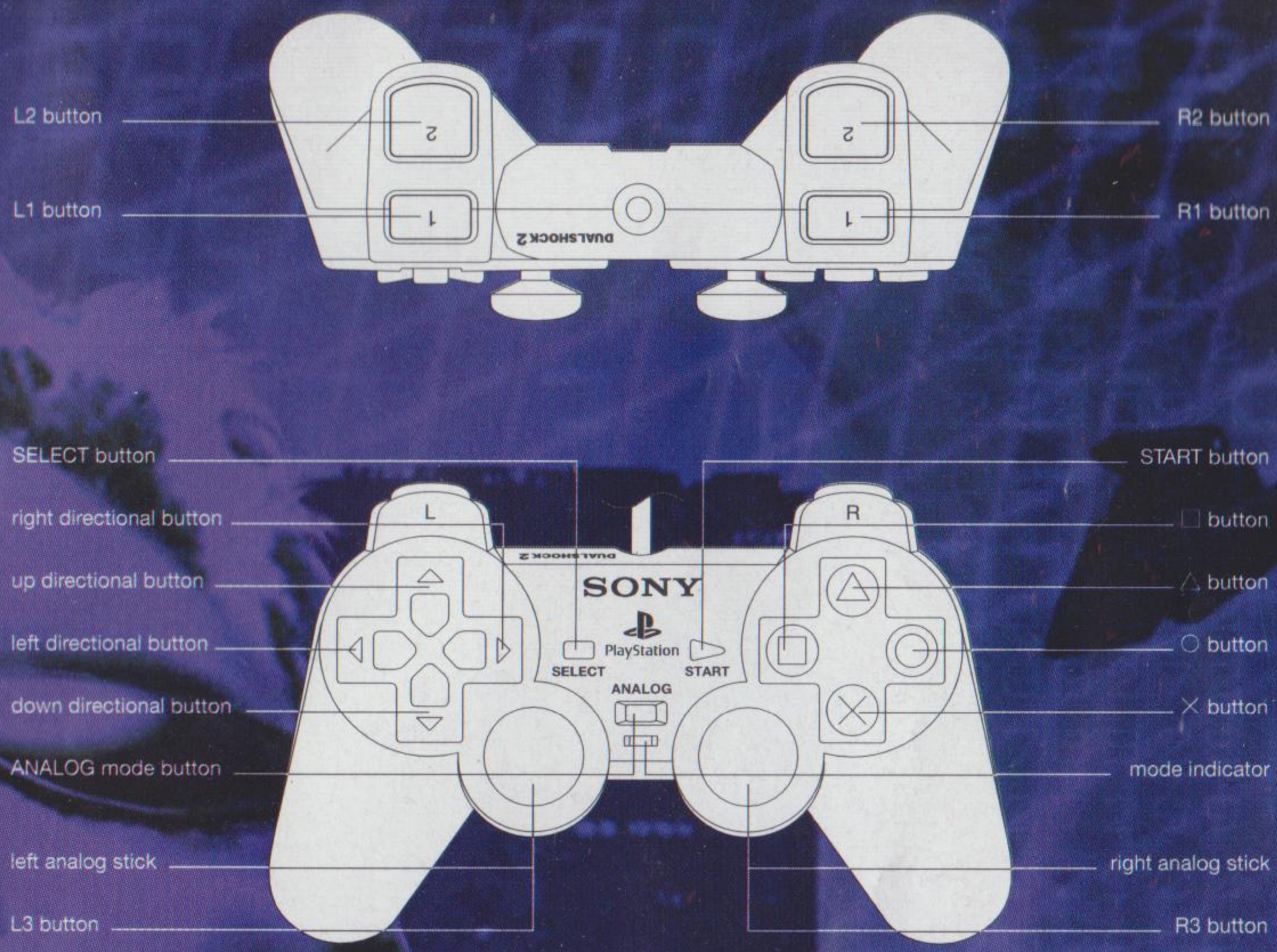
When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open.

Place the **DEUS EX** disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

ANALOG CONTROLLER (DUALSHOCK® 2) CONFIGURATIONS



CONTROLLER

- The controller should be connected to controller port 1. Do not insert or remove the controller or accessories once the power is turned on.
- The analog controller (DUALSHOCK®2) must be used in ANALOG mode (mode indicator : RED).
- When the controller's vibration function is set to ON (default), the controller will vibrate in response to game events. The digital controller may not be used to play this game

MEMORY CARD

If you wish to save your progress in DEUS EX, make sure that you have a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1 with 600KB of free space before you start your game.

GAME CONTROLS

GAMEPLAY CONTROLS

MENU CONTROLS

directional buttons ⬆/⬇ – highlight menu item

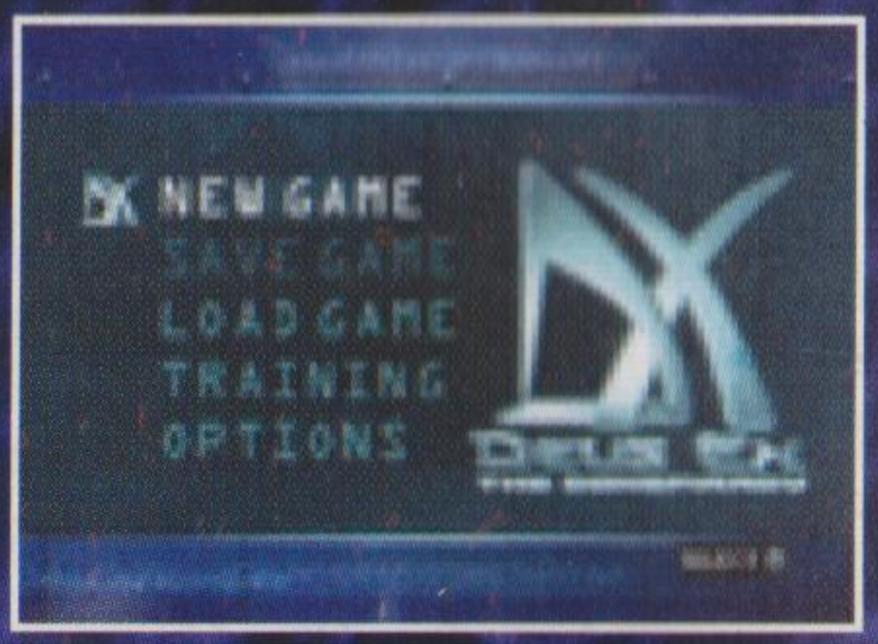
✕ button – select menu item

○ button – exit/return to previous screen

Note: This guide assumes that you are using the default controls. If you select an alternate control scheme, the controls and commands listed in this guide may vary.

MAIN MENU

When **DEUS EX** loads you see the Main Menu with several menu choices. You can return to the Main Menu at any time during play, by pressing the START button. Use the directional buttons ⬆ and ⬇ to navigate the menu choices. The following choices are available from the Main Menu:



NEW GAME — Begin a completely new game, starting with choosing a difficulty level, creating a character name and selecting your characters initial skills.

SAVE GAME — Save a game in progress to your memory card (8MB) (for PlayStation®2). The Save Game choice is only active if you visit the Main Menu from gameplay.

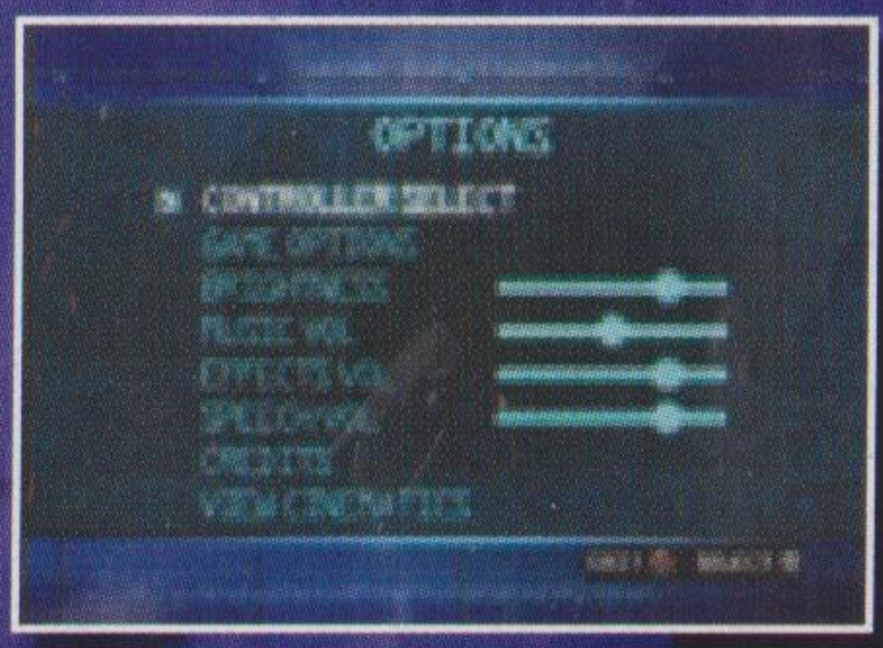
LOAD GAME — Resume a previously saved game from a memory card (8MB) (for PlayStation®2). This option becomes active when you have at least one **DEUS EX** game saved on the memory card (8MB) (for PlayStation®2).

TRAINING — Begin the tutorial training mission. It is not necessary to complete the training mission before playing **DEUS EX**, but training is strongly recommended for first-time players.

OPTIONS — Customise your control, sound and other game settings. See the following section for more details.

OPTIONS

On the Options Menu, press the directional buttons ⬆ or ⬇ to make your selection, and ⬅ or ➡ to adjust a setting. Press the ⊗ button to display a submenu.



CONTROLLER SELECT — View the Controller Layout Menu, and press the L1 and R1 buttons to switch between four controller configurations. Press the ⊗ button to select the configuration that suits you.

GAME OPTIONS — You have the ability to further modify your game options, covered in detail on page 6.

BRIGHTNESS — Adjust the game screen brightness.

MUSIC VOL — Adjust background music volume.

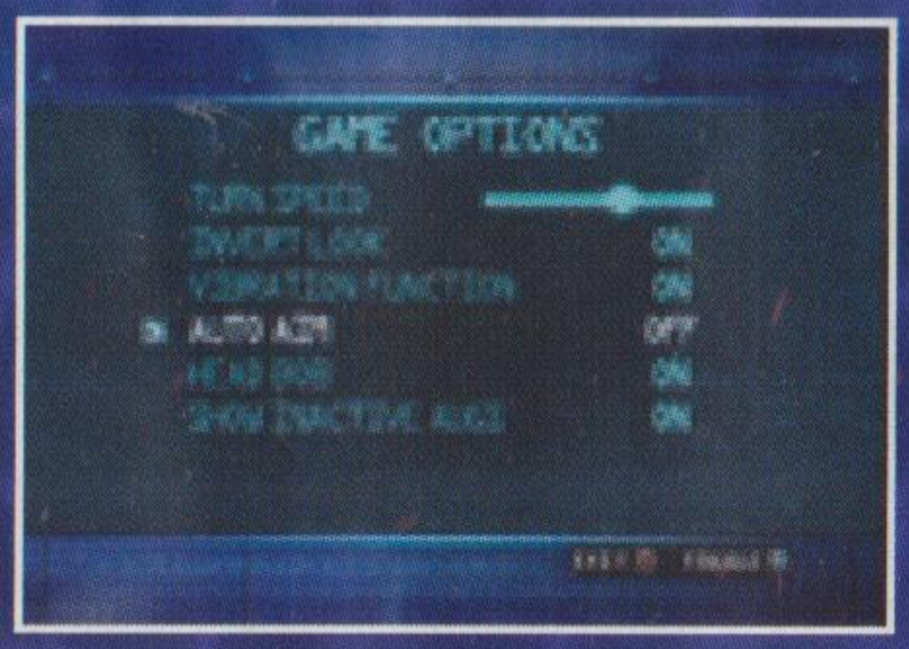
EFFECTS VOL — Adjust sound effects volume.

SPEECH VOL — Adjust volume of speech sound.

CREDITS — Display the game's credits.

VIEW CINEMATICS — You can view the Intro Movie and up to three different End-Game Movies, depending on which path you choose ... if you succeed.

GAME OPTIONS



TURN SPEED — Press the directional buttons ⬅ or ➡ to adjust how quickly you turn and look in the world. This option affects both the left and right analog sticks (you can't adjust them independently).

INVERT LOOK — Press the ⊗ button to toggle this option ON/OFF (default ON). This will switch the direction you look when you move the right analog stick ⬆ or ⬇.

VIBRATION FUNCTION — Press the ⊗ button to toggle the controller vibration ON/OFF (default ON). When this option is ON, the analog controller (DUALSHOCK®2) will vibrate in response to game events.

AUTO-AIM — Press the ⊗ button to toggle this option ON/OFF (default ON). When this option is ON, it automatically targets an enemy when the crosshairs are close enough. When OFF, you must manually target the enemy. Playing the game at Realistic level with Auto-Aim OFF is the ultimate challenge!

HEAD BOB — Press the ⊗ button to toggle whether the screen "bobs" when you run (default ON).

SHOW INACTIVE AUGS — Press the ⊗ button to toggle whether the entire list of augs is displayed, or just the augs you are currently using (default ON).

THE STORY SO FAR ...

DEUS EX takes place in the near future, in a world on the brink of collapse. Divisions and hostility have been aggravated by the growing gap between the rich and the poor. A privileged few live high above the dangerous city streets, in protected penthouses, while the majority of the population struggles below to survive. Besides the daily threats of violence, the average person also has to deal with an increase in fatal epidemics, the cures for which are available only to the wealthy or the heavily armed.

The United Nations Anti-Terrorist Coalition (UNATCO) struggles to maintain order in the face of international attacks, borne out of this fragmentation and disillusionment. At this time the organisation is dealing with the Gray Death, a worldwide plague. Although there is a cure, called Ambrosia, the development and distribution of it have been slow. The National Secessionist Force (NSF), a reputed terrorist organisation, claims the cure is being blocked by secret government organisations, so they have taken terrorist countermeasures.

In the game, you play J.C. Denton, a rookie agent for UNATCO. You follow in the footsteps of your older brother Paul, who is also an agent for the coalition. You've both been selected as prototypes for the nano-technological augmentation program.

When the game begins, Paul has been an active agent for a few years, and you are on your first mission. Assigned to retrieve a hijacked shipment of Ambrosia on Liberty Island in New York, you will finally have the chance to put your *augs* and your training to the test in the field.

STARTING A NEW GAME

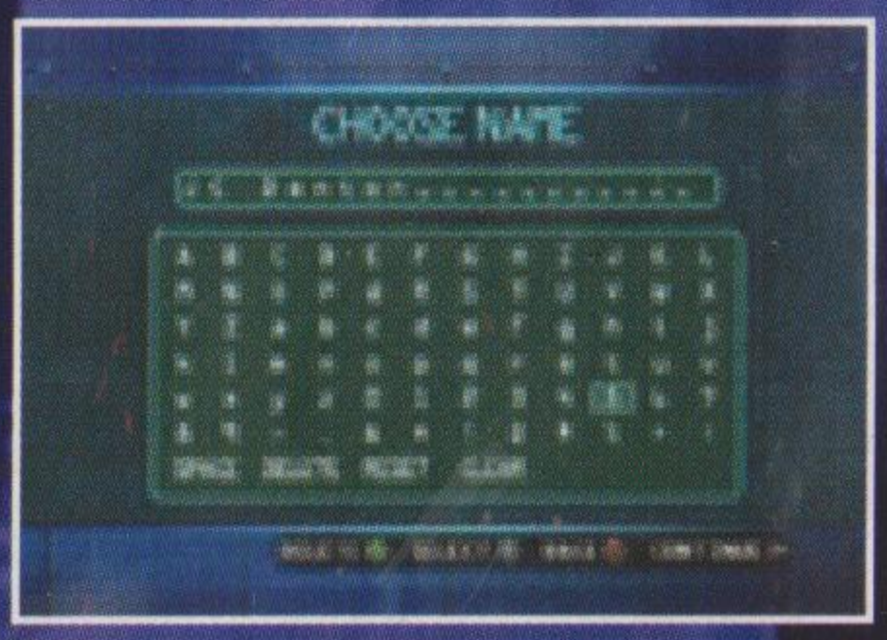
In **DX**, you are agent "J.C. Denton," a nano-augmented covert operative for UNATCO, the United Nations Anti-Terrorist Coalition. To begin a new game, select he NEW GAME option from the Main Menu and press the ⊗ button. If you haven't already done so, it is highly recommended that you complete the Training Mission before starting a new game. The Training Mission will ensure that you are adequately prepared to play **DEUS EX**.

COMBAT DIFFICULTY LEVEL

When you start a new game of **DEUS EX**, your first choice is selecting a difficulty level. There are four difficulty level settings: EASY, MEDIUM, HARD and REALISTIC. At higher difficulty levels your character has less health and is more susceptible to combat damage. Once you select a difficulty level, you cannot change it without starting a new game.

CHARACTER CREATION

After you've selected your starting difficulty level, you are automatically taken to the **Choose Name** screen. Before beginning play, you must give your game character a name. Use the directional buttons to scroll through the letters and create a name. This will become your "real" name in the game, but you will usually be addressed by your code name, "J.C. Denton." Your code name cannot be changed.



After you have named your game character, you will be taken to the **Select Skills** screen. You can enhance the abilities of your character in 11 different "Skills" by assigning Skill Points. You do not have to upgrade your Skills before starting a new game. Skill upgrades can be made at any time during gameplay provided you have enough Skill Points.

A recommendation for UNATCO agents — spend a little time in the field to discover which Skills might be most useful to you before you upgrade. The situations you encounter and your individual play style will help to determine which Skills you need to upgrade and which ones you don't.

There are 11 Skills listed on the Character Creation screen: *Computer, Medicine, Weapons-Low Tech, Multitool, Swimming, Weapons-Pistol, Environmental Training, Weapons-Demolition, Weapons-Rifle, Lock-Picking*, and *Weapons-Heavy*. Use the directional buttons to scroll between the different Skills in the list. Each Skill is described in detail in the description window below the Skill selection. Scroll through the description text for each Skill by using the L2 and R2 buttons.

Each Skill has four levels of mastery: *Untrained, Trained, Advanced* and *Master*. You begin the game with each Skill at the Untrained level (except for Weapons: Pistol, which begins at Trained Level), and you are given 5000 points with which to increase your Skills. The cost for the next level in each Skill is listed next to the icon.

There are four menu options available in the **Select Skills** screen:

- ✕ **button – UPGRADE** — Highlight a Skill and press the ✕ button to increase that Skill by one level. You may only increase a Skill if you have sufficient Skill Points available.
- □ **button – DOWNGRADE** — Highlight a Skill and press the □ button to reduce that Skill by one level (minimum level, Untrained), which will return the associated points to your point pool. You can downgrade your initial pistol Skill to increase your point total for other Skills, but this is not recommended for first-time players.
- ○ **button – CANCEL** — Returns you to the **Choose Name** screen without starting a new game.
- START **button – START GAME** — Saves your Skill choices and starts the game. You can only make further modifications to your Skills through normal advancement in the game.

PLAYING THE GAME

This guide is written with the assumption that you are using the default control scheme. If you have selected an alternate control scheme, the controls and commands listed below may vary.

LOOKING AROUND

The first thing you'll want to do when you start a mission or begin training is take a good look around. Your point of view is controlled by the analog controller (DUALSHOCK®2)

- Use the right analog stick to rotate your view ⬅ and ➡ or look ⬆ and ⬇.
- Push the left analog stick ⬆ to move forward and ⬇ to move backward
- To strafe (sidestep), push the left analog stick ⬅ or ➡.

TARGETING AND FOCUS

Your targeting/aiming cursor always appears at the centre of the screen. To interact with an object in the world, you must "focus" on the object by approaching it and centring your cursor on the object. The name of the object will appear and brackets will surround it.

While you are focused on an object, press the ⊗ button to attempt to interact with that object in the most appropriate way (pick up an item, open a door, read a book, talk to another character, etc.).

HUD (HEADS UP DISPLAY) READOUTS

Your internal nano-processors constantly make diagnostic checks on your physical status. This information is transmitted directly to your optic nerve in the form of a passive status readout. This information is displayed on your HUD, which is centred at the top of your screen.

HEALTH METER — On the left side of your HUD is your Health Meter. This bar and the number below it track your current health status. The number below the bar represents your health points. If the bar is full, your health is fully charged. When your health points reach zero your character is dead.

BIO-ENERGY METER — On the right side of the HUD is your Bio-Energy Meter. This bar and the number below it track the amount of bio-energy currently available to power your Augmentations. When it is fully depleted you will be unable to use your Augmentations until you find a repair bot or biocell to replenish your bio-energy.

COMPASS — In the centre of the HUD is the Compass. The nano-systems in your body can detect variations in the earth's electromagnetic field. By using the Geomagnetic North Pole as a reference, you are effectively equipped with a Compass to aid navigation.

AIR SUPPLY METER — This bar, which appears below the Health and Bio-Energy Meters, is only visible when you're underwater. The longer you go without air, the shorter this bar gets. When it is fully depleted, you begin to take physical damage from drowning. If you get a breath of fresh air, even for a moment, this bar is fully replenished.

ENVIRONMENTAL HAZARD READOUTS — These icons will appear on the left side of the screen when you're in an environment capable of doing you physical damage. Environmental hazards include radioactivity, electricity, heat and poison gas.

PAUSING THE GAME

During play, if you wish to pause the game, press the START button. Pausing the game returns you to the Main Menu. The game remains paused as long as the Main Menu or one of its submenus remains up. From the Main Menu, press the ◎ button to return to the game.

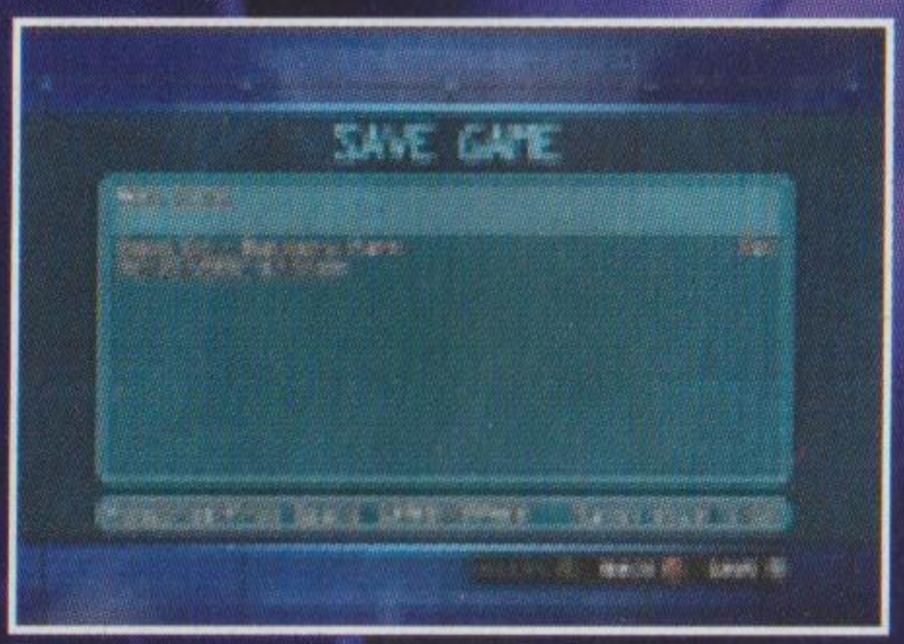
SAVING AND LOADING

Make sure that you have a memory card (8MB) (for PlayStation®2) inserted with 600KB of free space before attempting to save your game, additional saves will require more free space depending on your progress.

If you die at any point in the game, you will have the opportunity to continue your progress. A message will appear stating, "Do you wish to continue?" If you choose to continue, you will begin at one of two places:

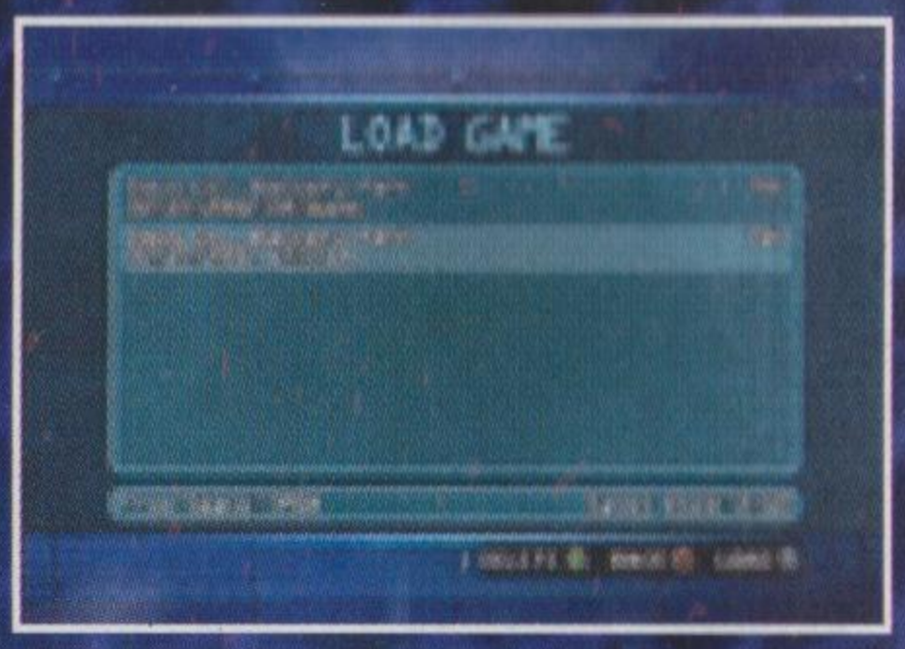
1. If you have saved the game on the same map that you died on, you will continue your game at the location of this save game.
2. If you haven't saved on the current map, you will continue your game at the map transition where J.C. Denton entered. You will still have all of your inventory, notes and mission goals, but any progress you have made since the map transition or save game will be lost.

If you choose to exit after dying, you will be taken back to the Main Menu. All progress since your last saved game will be lost.



SAVING — If you wish to save your progress, press the START button to bring up the Main Menu and select SAVE GAME. Highlight NEW SAVE and press the ⊗ button. You may also overwrite an existing saved game. The amount of free space left on your memory card (8MB) (for PlayStation®2), along with the space required to create a new save file is listed at the bottom of the screen. You can create a maximum of 10 individual save games; the *Saves Used* count is also listed at the bottom of the screen. The Save Game option is only available when you enter the Main Menu from gameplay. You won't be able to save your game *during* a conversation or Infolink message; you must wait until the conversation or message has finished.

Note: If you like to save frequently, it is recommended that you periodically delete some of your older saved games in order to conserve memory card (8MB) (for PlayStation®2) space. You can also conserve memory card (8MB) (for PlayStation®2) space by overwriting existing saved games.



LOADING — If you wish to load a saved game, select LOAD GAME from the Main Menu. Your saves are listed chronologically with the most recent saved game at the top of the screen. The saves are identified by game location, date and time of save. Highlight the saved game you wish to load and press the ⊗ button to load that game.

The Save/Load screens have the following options:

△ **button - DELETE** — Deletes the selected saved game, erasing it permanently from your memory card (8MB) (for PlayStation®2).

⊗ **button - SAVE/LOAD** — Creates a new saved game, overwrites an existing saved game, or loads a saved game.

○ **button - CANCEL** — Takes you back to the Main Menu.

MOVEMENT

Push the left analog stick ⬆ to move forward and ⬇ to move backward. Push the right analog stick ⬅ or ➡ to rotate your view. To look up and down, press the right analog stick in the desired direction. Carrying certain weapons or objects in your hand will slow your movement rate.

STRAFING

Strafing is side-stepping to the right or left without facing in that direction. Push the left analog stick ⬅ or ➡ to strafe left and right.

LEANING

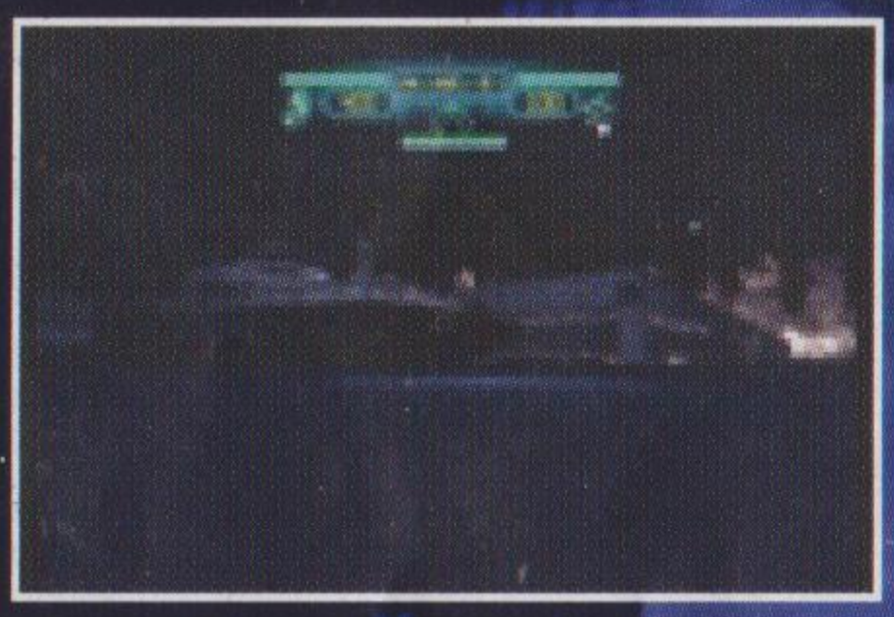
You can lean to the right or left to take a quick look around a corner. To lean, hold the L2 button to plant your feet, then use the left analog stick to lean ⬅ or ➡. When you lean around a corner or obstacle, you are much less likely to be seen. While you are leaning, it is possible to aim a weapon in any direction by using the right analog stick.

JUMPING

You can jump across gaps and up onto objects. The exact height and distance of your jump depends on your speed, which can vary depending on your active *Augs* and selected weapon. Press the L1 button to jump.

LADDERS

Throughout the game you will need to climb up and down ladders. To climb up a ladder, centre yourself in front of the ladder, look up and push the left analog stick ⬆. If you believe you're in front of a ladder, but you're not going up or down, try jumping to get yourself started. When mounting a ladder from the top, or climbing off a ladder onto a ledge, it helps if you crouch first. Having your character crouch while attempting to mount a ladder from the top also decreases the chances of falling off the top of the ladder. While climbing up or down, you can prevent falling off by constantly looking toward the ladder and keeping your view centred on it. This is especially true while moving down a ladder: if you look away from the ladder while moving down you may move forward and fall off.

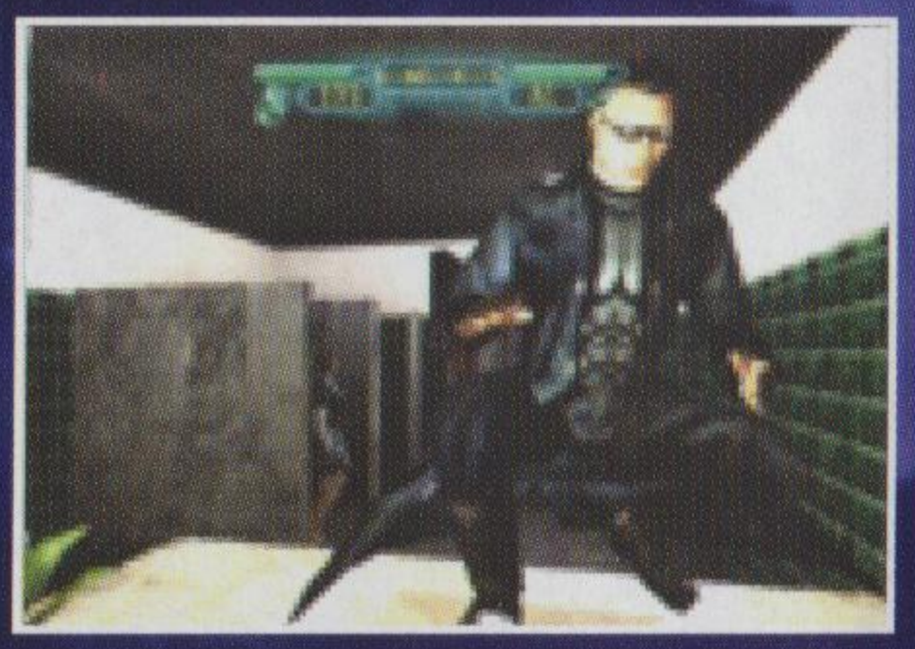


SWIMMING

Swimming is just like regular movement, except that you can move up or down as well as forward, back and side to side. If you face down while swimming you will submerge, and if you face upward you'll ascend. Remember that if you're submerged for too long you'll start to take damage and may drown. Keep an eye on your Air Supply Meter while you're underwater.

Note: Only some weapons work underwater.

CROUCHING



Press the L3 button to crouch. Press the button again to stand back up. You can move while crouched, but at a reduced rate.

Crouching has a number of important purposes in the game. First, it allows you to take cover behind low objects or pass through low openings.

More importantly, however, when you are crouched you become stealthier, taking full advantage of whatever cover is available and moving almost silently. It becomes very difficult for most enemies to see or hear you at all. You cannot crouch while swimming.

JUMP-CROUCH

If you need to crawl over a low obstacle with limited headroom, or climb through a small window, you can jump-crouch. While you are jumping, press the L3 button to crouch in mid-air.

INVENTORY

Press the □ button to access your in-game **Inventory** screen. This screen tracks every usable object you are currently carrying. Your Inventory contains nine main slots:

- five weapon slots, one of which is reserved for melee weapons
- one slot for grenades
- one slot for tools
- one slot for medical items
- one slot for miscellaneous items.

To navigate the **Inventory** screen, press the directional buttons ⬆ and ⬇ to move through the nine Inventory slots. If an Inventory slot contains more than one item, a submenu of items in that slot appears to the right. Press the directional buttons ⬅ and ➡ to choose between items from the submenu.

If a weapon requires ammo, there will be two numbers listed to the right of the weapon. The top number represents the amount of ammo currently loaded, the number below indicates the number of clips left.

If a weapon can be upgraded, a Weapon Mods option will appear next to that weapon. See "Using Equipment" for more information on how to upgrade a weapon.

The **Inventory** screen has the following options:

⊗ **button – EQUIP/UN-EQUIP** — Places the selected object from Inventory in your hand, ready for use. This button also un-equips an equipped item. Also used in conjunction with the directional buttons to upgrade weapons (with Weapon-Mods) and change ammunition.

□ **button – USE** — Instantly uses an item. For example, food may be eaten or a medkit activated. Each press of this button consumes a single item out of a stack.

△ **button – INFO** — Displays an information window about the item that is selected.

L2 **button – DROP** — Drops an item from your Inventory. The item will fall to the floor, where it can be picked up normally. If you return during the same mission, the dropped item may still be there. If you return in a later mission, it will be gone.

R2 **button – TOGGLE CYCLE** — Selects an item or weapon to be included in the Next and Previous item cycle within the game. To set an item or weapon to the Cycle Select, highlight the icon for the desired item and press the R2 button. An item is included in the cycle if a *Yellow Slash* appears in the lower left corner of the item icon on the **Inventory** screen. All weapons default to cycle ON; all items default to cycle OFF.

◎ button - RETURN TO GAME — Exits the Inventory screen and returns you to the game.

EQUIPPED ITEMS AND WEAPONS

HOLSTER ITEM — When you have an object or weapon equipped and in your hand, that object is visible in your view. If you wish to put the object away or holster your weapon, press the directional button ➡.

DROP IN HAND — To throw the object in your hand, press the directional button ⬅.

NEXT AND PREVIOUS ITEM — If you want to equip an item without bringing up the Inventory screen, press the directional buttons ⬆ and ⬇ to cycle through your items. You may select which items are included in this cycle by using the Toggle Cycle option on the Inventory screen.

RELOAD WEAPON — Low on ammo? Press the R3 button to reload the weapon you have equipped.

INVENTORY MANAGEMENT

In DEUS EX, there is no place to store items between missions other than on your person (in your Inventory). Even if you go back to the same location in different missions, anything you left behind is gone.

Therefore, it is extremely important that you take only those items that you expect to find most useful. Your choices in what you take with you and what you leave behind will have a great impact on your strategy and character development throughout the game.

STACKABLE ITEMS

Items that are small, common and identical are usually stackable. That is, many of them can be carried in a single Inventory slot. The exact number that can be carried in a given stack depends on the item itself. You can view how many items are in a highlighted stack by looking at the window in the lower right part of the screen. The item count for the stack will appear next to the item description.

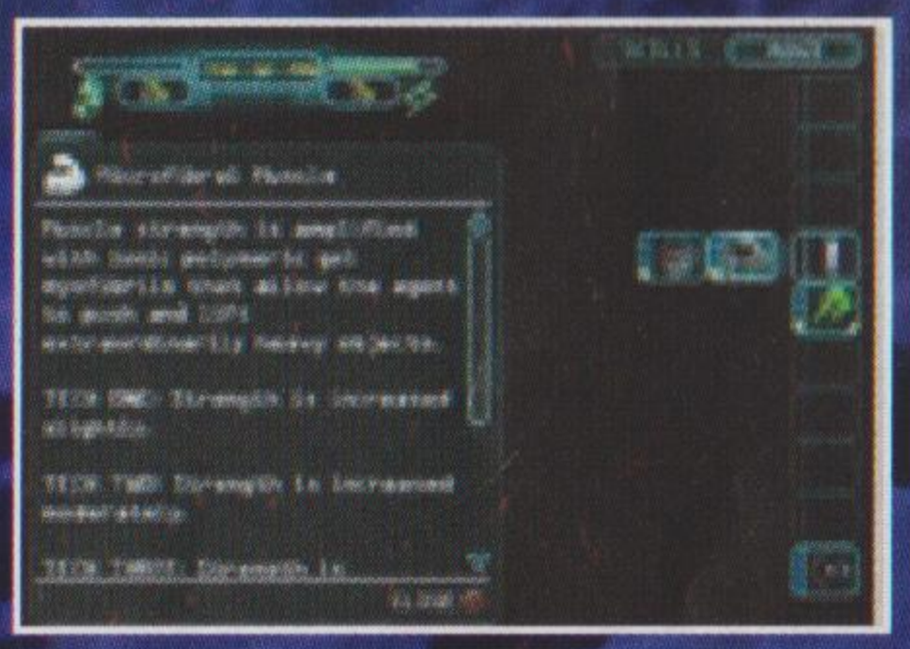
Stackable items include grenades, food, medkits, biocells, lockpicks, multitools and other miscellaneous objects. You can only have one type of stackable item in a particular slot.

For weapon slots, you can have only one object of that type in your Inventory. If you try to pick up another, the game will simply tell you that you already have one (though it will add the ammo from the second weapon to your Inventory, if applicable and if you have space).

AUGS AND SKILLS

Augmentations and Skills give your character critical powers and abilities. The *Augs* and Skills you select will greatly influence how you play the game and how others react to you. During gameplay, press the ○ button to access the in-game *Augs*/Skills Menu. Press the L1 or R1 button to toggle between the *Augs* and Skills screens. Press the ○ button to return to the game. When you pick up an *Aug* canister during gameplay, it will be stored on the *Augs* screen. *Aug* upgrade canisters are also stored on the *Augs* screen.

AUGMENTATION TAB



The *Augs* screen allows you to keep track of your augmentations and activate them. Select an augmentation by pressing the directional buttons ↑ and ↓ and then press the ⊗ button to toggle it ON and OFF. When an *Aug* is activated, it appears highlighted on the right side of the screen and remains activate until your turn it off or your bio-energy is depleted.

You begin the game with three augs already installed:

INFOLINK — Your infolink allows HQ to monitor your activities and allows you to receive real-time neural communications.

IFF — An IFF (Identification: Friend or Foe) system is included in your software package. This analyses objects, people and creatures in your field of view and identifies those that may be hostile. When you target an object or person, your crosshairs change to red if the object is hostile or green if it is friendly, or remain white if the object is neutral. Remember to pay close attention to the colour of the crosshairs; some characters who look like enemies may actually be friendly.

LIGHT — You have the ability to generate a small but powerful beam of light at will. Of course, the light beam may draw unwanted attention in stealth situations. Unlike the Infolink and IFF, the light can be toggled on and off, and is the only one of your three "standard" *Augs* that drains bio-energy when in use.

You have nine additional slots for augmentations. Each slot represents a specific body location. You can fill these slots by finding augmentation *canisters*. To install a new augmentation you must first find the appropriate augmentation canister.

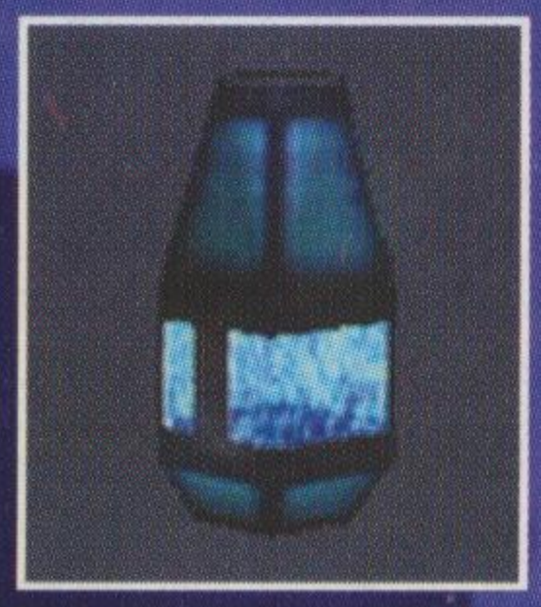
CHOOSING AUGMENTATIONS

Each augmentation canister is designed for one specific body location. When you pick up an augmentation canister, it will automatically be placed in the correct slot for the appropriate body location. When you install a canister, you must choose one of two augmentations available for that slot. Once you fill a slot you can't change your mind — that augmentation is permanently installed, and the second option is gone forever, so choose wisely. The augmentations you select will greatly affect how your character develops and what strategies are most advantageous against different foes and challenges.

You will not know what any given augmentation slot can do until the associated canister is in your possession. At that time you can select the canister on your *Augs* screen and press the △ button to see a description of available options.

UPGRADES

All *Augs* start at tech level 1 and most can be upgraded to tech level 4. Each *Aug* has a tech level indicator on the left side of the *Aug* icon. Each tech level is represented by a yellow dot; the number of yellow dots corresponds directly with the *Aug's* tech level. For example: an *Aug* at tech level 1 will have one yellow dot and an *Aug* at tech level 3 will have three yellow dots. Each upgrade makes the *aug* more powerful and energy efficient. *Augs* that can't be upgraded will have a plain blue bar for the tech level indicator.



To upgrade an *Aug*, you need an *upgrade canister*. Each upgrade canister can be used to increase a single *Aug* by one tech level, up to the maximum. If you have an upgrade canister in your possession, it will appear to the left of any *Aug* that can be upgraded. When the *Aug* you wish to upgrade is highlighted, press the directional button ⬅ to select the upgrade canister and then press the ⊗ button to activate the upgrade. Upgrades are not reversible, so be careful with your selection.

USING AUGMENTATIONS

Almost all of your *Augs* must be activated to be used. An active *Aug* drains bio-energy as long as it remains active, so remember to turn the *Aug* off after you're done using it. You can activate an *Aug* from the *Augs* screen by selecting the *Aug* and pressing the ⊗ button, or bring up a detailed description of the *Aug* by pressing the △ button.

QUICK AUG SELECTION

You can create a set of "Quick *Augs*." *Augs* that you can toggle on and off by pressing the △ button during gameplay. To do this, open the *Augs* screen, highlight the *Aug* you want in your Quick *Augs* set, and press the R2 button. An *Aug* is included in the Quick *Augs* set if you see a *Yellow Slash* in the lower right corner of the *Aug* icon. Press the ○ button to close the *Augs* Menu when you are done.

Using the Quick *Augs* function allows you quick and easy access to your favourite *Aug* or set of *Augs* without using the *Augs* Menu. Experiment with the Quick *Augs* feature using your built-in light *Aug*.

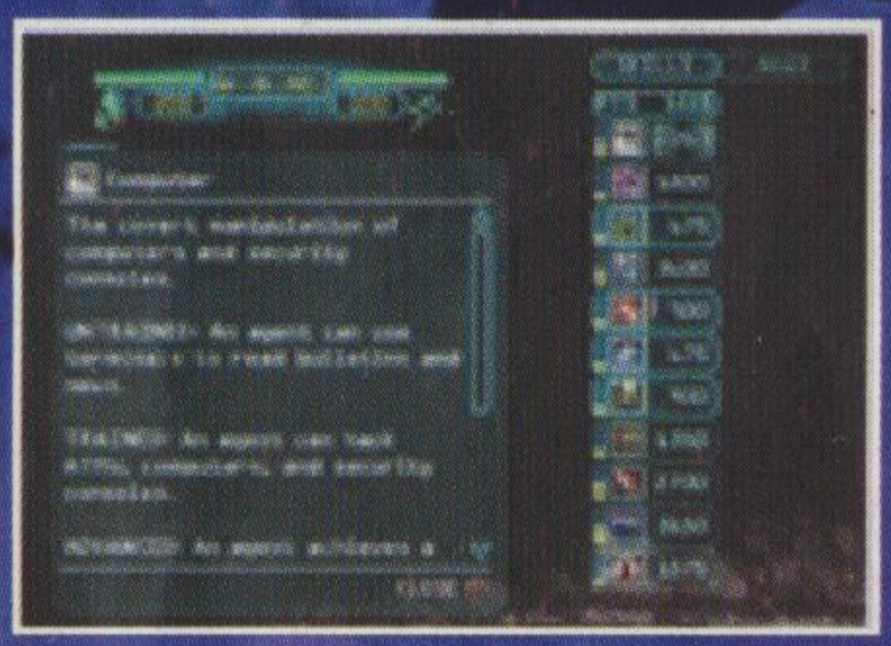
BIO-ENERGY

You can keep track of your bio-energy levels from the main HUD screen. The display to the right of the HUD shows your current bio-energy level. A biocell recharges your bio-energy level by 25 points. The number of biocells you currently have available is shown on your Inventory screen. To use a biocell, select it from within the Inventory screen and press the □ button. This applies a single cell to your energy reserves. You can also use a biocell by equipping it and pressing the R1 button.

SKILLS TAB

The Skills screen allows you to view and increase your Skills. Skill Points are gained by completing primary and secondary mission objectives or through exploring the **DEUS EX** world.

Select a Skill and press the △ button to display a detailed description of its function and effectiveness at successive levels.



At the top of the Skills screen, your current total unspent Skill Points are displayed. To the right of each Skill icon a number is displayed, indicating how many Skill Points are required to upgrade that Skill to the next level.

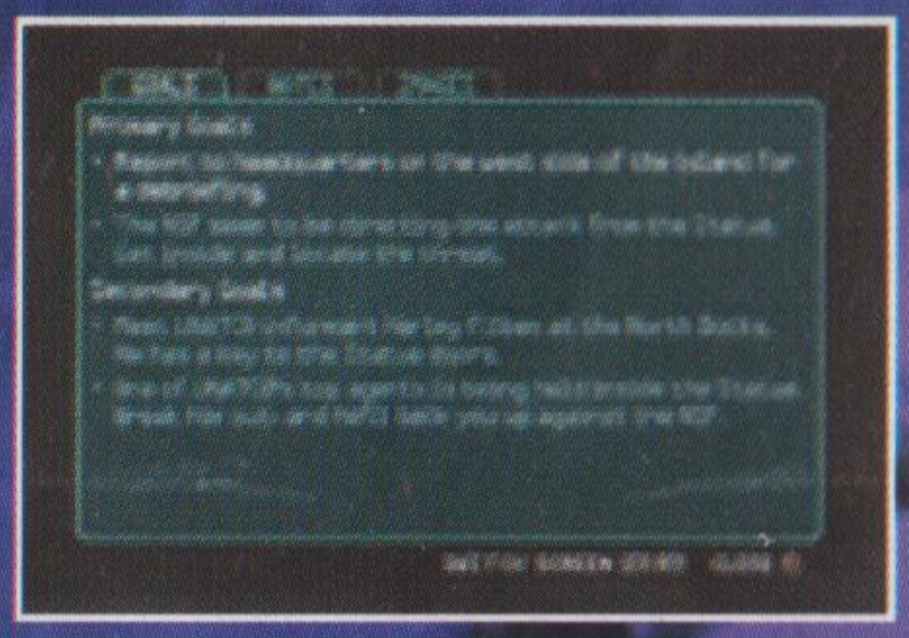
To the left of the Skill icon, four bars are displayed which represent the level to which that Skill is trained. One bar indicates the skill is Untrained (the lowest level); four bars indicate that the skill is trained to Master level (the highest level).

UPGRADING

You can upgrade any Skill at any time, provided you have the necessary Skill Points. Select the Skill you wish to upgrade and press the ⊗ button. Be careful with your selection. **Once you upgrade a skill, you cannot downgrade it.**

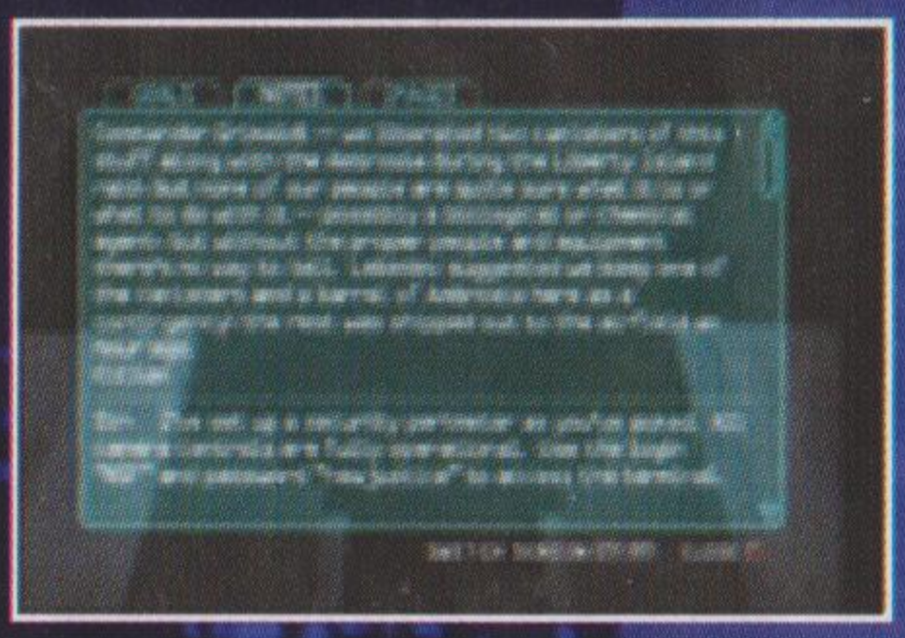
GOALS/NOTES/IMAGES

The Goals/Notes/Images screen can be accessed directly during gameplay by pressing the SELECT button (also referred to as the "Mission button"). This extremely important screen tracks your progress throughout the game. The screen has three tabs: *Goals*, *Notes* and *Images*. Switch between the tabs by pressing the L1 and R1 buttons.



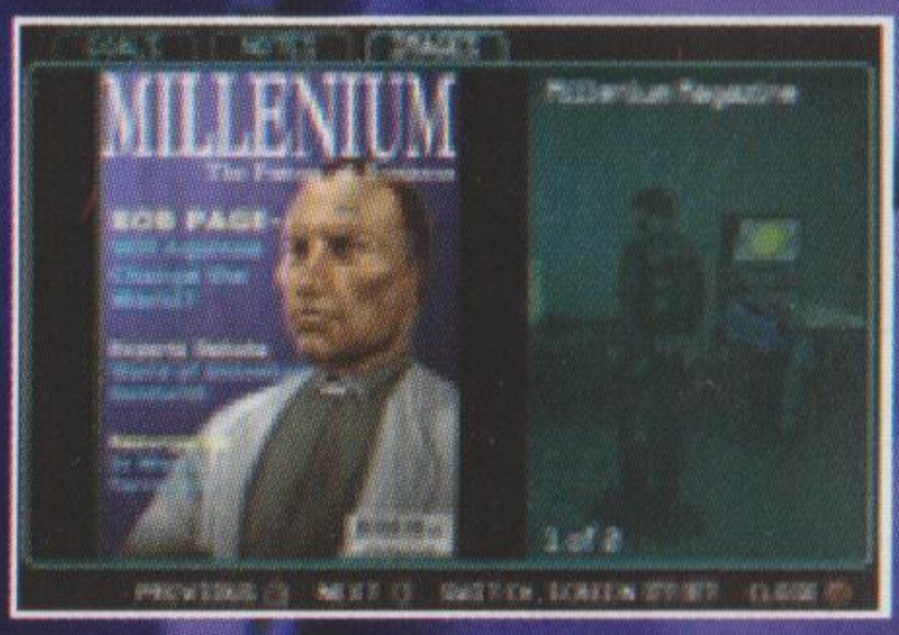
GOALS TAB

The Goals tab displays your current mission goals. Current mission goals are displayed in highlighted text and divided into Primary and Secondary goals. You must complete all Primary goals to complete your current mission. After you have completed a goal, you will receive an in-game message and it will no longer be highlighted on the Goals screen. Secondary goals do not need to be completed to finish your mission, but you will be rewarded in a variety of ways when achieving Secondary goals.



NOTES TAB

The Notes tab displays all of your notes for the entire game. Gathered from emails, conversations and datacubes, these notes include any known passwords, security codes and other useful information.

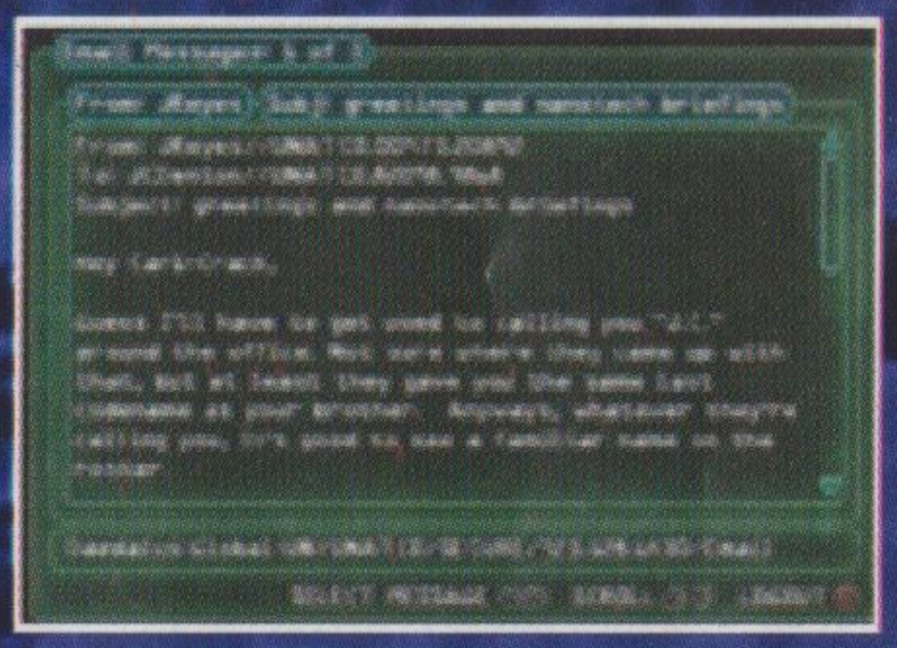


IMAGES TAB

The Images tab displays graphics or photographs that you have loaded into your memory. Images are listed from the most recent to the oldest, and are identified by the name of the object they depict. Press the directional buttons ⬆ and ⬇ to cycle through the collected images.

TEXT AND READOUTS

Many objects in the game provide information in text or numeric form. These include books, newspapers and datacubes. Datacubes are simple, indestructible data storage devices and they are found throughout the world. In general, these objects cannot be picked up and placed in your Inventory. Instead, when you press the ⊗ button while the object is selected, a text window opens on your screen from which you can read the data. If the data is important to your mission, it is stored in your **Goals**, **Notes** and **Images** screen as a note. When you are done reading, press the ○ button to close the window.



INTERACTIVE READOUTS

Readouts for email, security systems and the like are interactive. You not only get information out, you put it in, in the form of codes or commands. In such cases, instructions for navigating the readout are always included on the readout itself.

STEALTH

Many areas of **DEUS EX** reward you for silent movement and concealment. Of course, stealth has its limits. Even moving silently in darkness, you may still be vulnerable to detection via electronic sensors, trip wires and enemy patrols. Any noise you make may give you away. It's always a good idea to stick to shadows and keep as much distance between you and the enemy as possible while moving stealthily.

If you openly attack an enemy, you will probably attract the attention of everybody in the vicinity. However, it is often possible, with some skill and tactical foresight, to take down an enemy silently and quickly.

BREAKING AND ENTERING

As a UNATCO special agent, you have been trained in advanced intrusion techniques. Many such techniques require tools like lockpicks and multitools. However, these items are often in short supply, so it is always a good idea to check around and make sure nobody's left a nano-key or a digital code lying around before using up your valuable items.

LOCKPICKING

The modern lockpick is an unstable matrix of nanites, which attempt to configure themselves into the correct nano-key pattern to open a given lock. Lockpicks are single-use objects, and it may take several used in sequence to recreate the correct nano-key pattern. When you approach a locked door your internal sensors analyse it and estimate the number of lockpicks required to breach it. This information automatically displays itself when you are close enough to the door and it is highlighted. If the door cannot be picked, the display will tell you the door has infinite lock strength, or "INF."

BREAKING DOWN DOORS

Your sensors also estimate the relative strength of the door and tell you if you have a chance of battering through it by physical force. If the door cannot be broken, it displays as INF.

HACKING

This technique is similar to lockpicking, except it is used to bypass digital keypad locks, security cameras and turrets. A multitool is used for this purpose. Like lockpicks, your internal sensors can analyse a security system and estimate the number of multitools required to bypass it. If the object cannot be hacked it will display as INF.

Some doors with digital keypads can only be bypassed with multitools. Others can be bypassed with multitools or opened with lockpicks. Your sensors will always tell you the difference. Doors with keypads that display "INF" will require the correct access code, which can be discovered in a number of different ways (conversations, datacubes, computer emails).

HACKING COMPUTERS AND ATMS

If you have advanced your "Computer" Skill level to Trained, you will be able to "hack" into personal computer and ATM systems. Once you have opened a computer or ATM terminal, press the △ button to begin hacking. Depending on your Computer Skill level, you have a finite amount of hacking time before your intrusion is detected. You will see the progress of your hacking time in the top right corner of the terminal window. Pay attention to the amount of hacking time you have left, or you might set off an alarm!

USING EQUIPMENT

As you progress through the game you will find many objects you can pick up and carry with you. All the objects in the game that can be carried in your Inventory can be used for some constructive purpose. The most convenient way to use an object is to have it in your hand, and press the R1 button. You can also use an object directly from the Inventory.

With a weapon or item in your hand, press the directional button ➡ to return an item to your Inventory without using it, emptying your hand. Pressing the directional button ⬅ drops an item without using it. You may pick up any item you've dropped into the world.

NANO-KEYS

A nano-key is a unique pattern of nanites used to open a particular nano-lock. These keys look like small blue cylinders and, when found, are stored in your nano-key ring. If you have the correct nano-key, a locked door will open when you focus on the door and press the ⊗ button.

SELF-POWERED ITEMS

Several defensive and survival items, including, but not limited to powered armour, tech goggles and rebreathers, have an internal power supply. These expend power when they are used, and when their power is exhausted they become useless and vanish from your Inventory. A charge for a single item lasts anywhere from a few seconds to a couple of minutes — just long enough to get you through the worst part of a firefight or to the end of a long underwater tunnel.

WEAPON UPGRADES

Reloadable ranged weapons can be upgraded in a number of ways. These upgrades are found in the form of Weapon Mods, which are scattered throughout the game. When you pick up a Weapon Mod it is automatically added to your Inventory.

To upgrade a weapon, press the □ button during gameplay to display the **Inventory** screen. Highlight the weapon you wish to upgrade and press the directional button ➡ to access the Weapon Mods selection. A list of available Weapon Mods is displayed vertically. Select the mod and press the ⊗ button to complete the upgrade. Once a weapon is upgraded, that upgrade cannot be removed or transferred. If you discard an upgraded weapon, you lose all its upgrades as well. Press the △ button with a Weapon Mod selected to show information about that mod.

Some upgrades (e.g. sights and silencers) can only be used once on a given weapon. Others (e.g. accuracy, speed, recoil and clip mods) can be used multiple times for cumulative effect, although the effect often diminishes as more identical upgrades are added.

VISION ENHANCEMENTS

There are several items in the game that augment your vision:

BINOCULARS — Make distant objects appear closer when you use them.

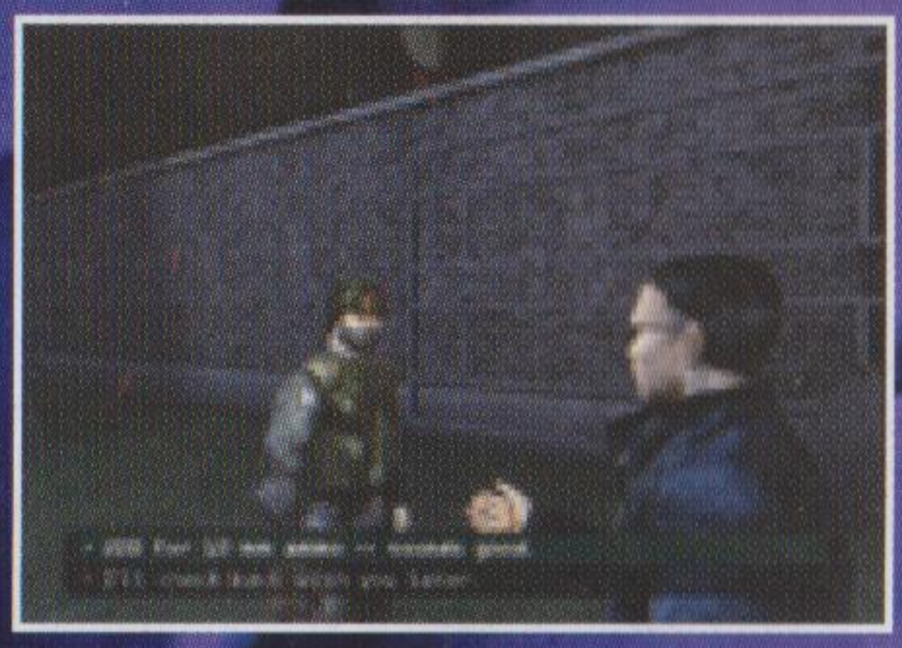
TELESCOPIC SIGHTS — Similar to binoculars, but used differently. If you have a weapon equipped with the telescopic sight (or scope upgrade) in-hand, press the R2 button to zoom in on a distant target and see through the sight. If your skill with the weapon is low, or if the target is very far away, you may experience some wavering of the view.

TECH GOGGLES — Similar to binoculars but, in addition to magnifying your vision, they also provide light enhancement. Tech goggles will not allow you to see in pitch darkness, but they do make it much easier to see in dim conditions. Tech goggles are powered objects and will exhaust themselves when used.

Press the R1 button to activate tech goggles and binoculars once they are equipped.

COMMUNICATING

If you walk up to a friendly character (not a "foe" according to your IFF), focus on that person and press the ⊗ button. The character will usually have something to say to you. This might be a brush-off or small talk, but it can also be useful and interesting information. If you're not in a hurry it's worthwhile to talk to everyone in a public place.



CONVERSATIONS

Throughout the game there are certain important people with whom you'll need to have longer conversations. To begin a conversation approach a character, focus on the person and press the ⊗ button. Once you're standing next to the character, the conversation screen opens and the conversation begins.

You cannot abort a conversation once it begins. While in conversation you cannot be attacked, but enemies can use the time to get into position to attack you as soon as you *stop* talking, so some caution is called for when conversing under dangerous conditions.

INFOLINK MESSAGES

From time to time you will receive messages from HQ via your neural infolink. Infolink messages are often warnings or important information, and should be attended to very closely. Receiving an infolink message does not interrupt your actions in any way.

COMBAT

To attack an enemy you must have a weapon in your hand. Make sure you're in range, position your cursor over the target and press the R1 button.

Caution: **DEUS EX** *is not one of those games where you can run around everywhere with your gun exposed. Many otherwise friendly locations will turn into deadly skirmishes if you're rash enough to enter with a weapon carried openly.*

TARGETING

In DEUS EX, it is important to know not only whom you're shooting at, but also where you're hitting the target. Enemies can take damage to the following areas of the body:

HEAD — Head shots are devastating, but the head is a small target and hard to hit except from surprise or very close range.

BODY — Torso shots are easy to make and can take an enemy out, but it takes a lot of them to down an enemy.

ARMS & LEGS — Arm and leg shots are easy to make, and can incapacitate an enemy, but they are not fatal. Arm injuries can make an enemy drop his weapons.

SIGHTING

When you have a weapon at the ready, your cursor turns into targeting crosshairs. If using a telescopic sight, you might notice that your crosshairs may waver. Increased Skill and weapon upgrades will steady your hand, making it easier to sight on long-range targets. When you acquire a target, your targeting cursor is unlocked. As you hold your aim, the cursor will contract around your target. When the targeting cursor is completely contracted and locked on the target, your chances to hit are at their best.

AIMING — PLANT AND AIM FEATURE

With a weapon in hand, you can precisely control your aim by pressing (and holding) the L2 button to plant your foot, then using the right analog stick to move your aiming cursor around the screen. You will not be able to move around in Plant and Aim mode, so you might want to position yourself behind some cover first. An agent who masters this method of aiming can be highly effective in the field.

WEAPON TYPES

There are dozens of different weapons in DEUS EX. They include, but are not limited to, blunt instruments, knives, swords, pistols, rifles, assault guns and heavy weapons of various sorts. There are even exotic weapons such as mini-crossbows and throwing knives. Some general advice on different kinds of weapons follows.

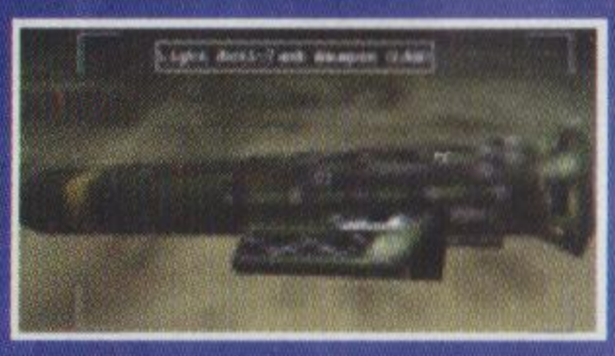
CLOSE COMBAT

The important thing here, of course, is to make sure you're in range. Be warned — enemies who know you're there will not stand still and wait for you to hit them. Most close-combat weapons (crowbars, batons, knives, swords) do not require ammo, but a few powered items (like the riot-prod) do.

NON-LETHAL

In DEUS EX, it is often better to disable than it is to kill. Only weapons specifically designed to be non-lethal, like the riot prod, baton, pepper spray, gas grenades and tranq darts, can stun an enemy. A non-lethal weapon might stun an enemy for only a moment or it might also put him out for the duration. In general, if a stunned enemy is still on his feet, either get away or hit him again, pronto.

AUTO-FIRE

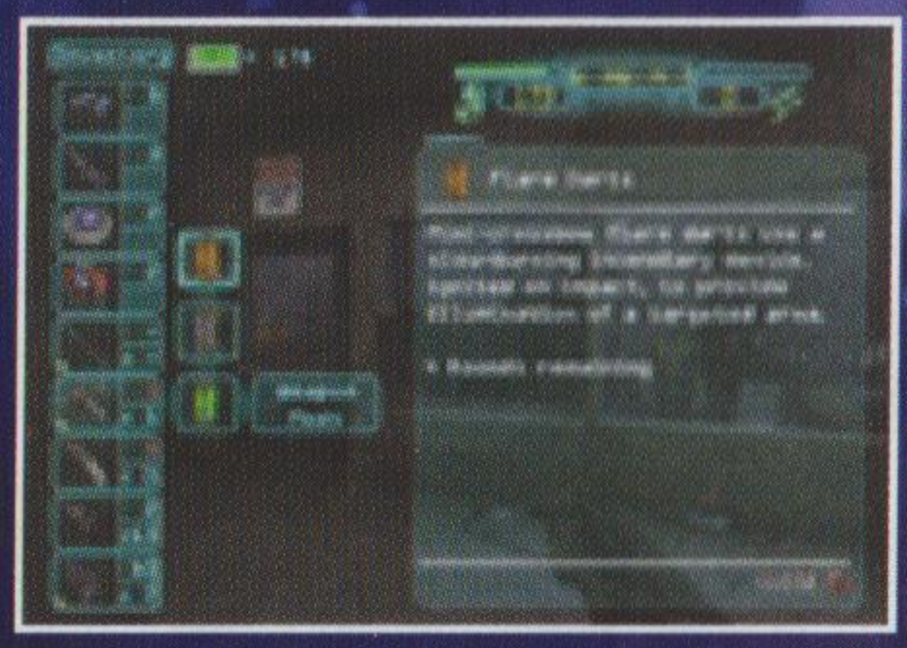


Automatic weapons like the assault rifle and assault shotgun are effective, but have an annoying habit of pulling up in combat, ruining your aim. To lessen this effect, fire in short bursts. High Skill and weapon upgrades also minimise this problem.

FIRE AND FORGET

Some weapons, notably the LAW (Light Anti Tank Weapon) and PS20, are strictly one-shot. Once you use them, they vanish from your Inventory forever, although you might find a different one later in the game.

AREA-EFFECT

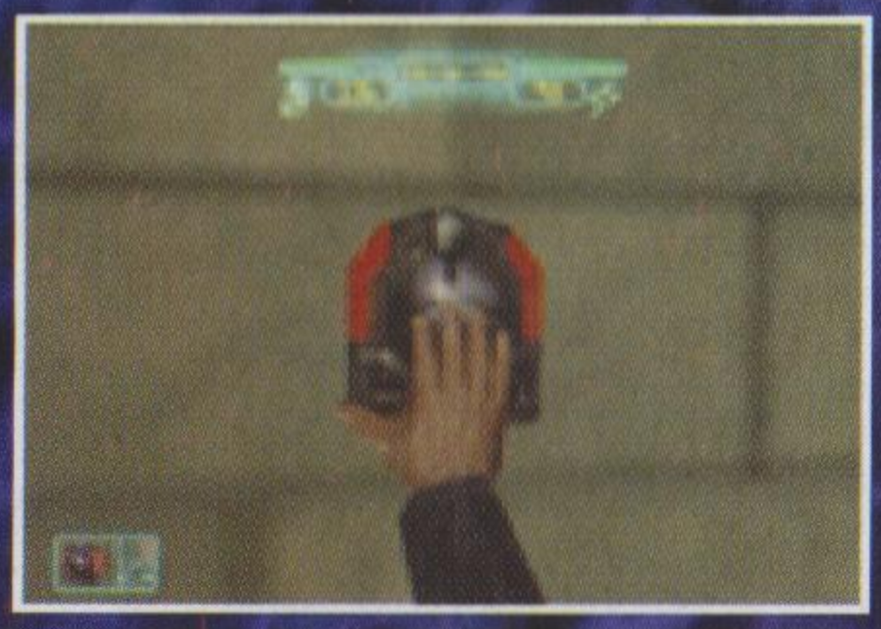


Some of the most powerful weapons — rockets, grenades, flame-throwers and plasma rifles — have an area effect. This can be devastating against groups of enemies. Remember that if you're standing too close, your character can be hurt or even killed by an area-effect blast. Grenades can be particularly treacherous —they bounce. If your aim is off, the grenade you were trying to throw through a window can bounce off the sill and end up right back at your feet.

RELOADING AND AMMUNITION

Your weapon automatically reloads each time it runs out of ammo (assuming more ammo is available), but be warned that this takes time — time that may prove fatal if you're in combat. Press the R3 button to manually re-load your current weapon.

Ammunition does not take up space in your Inventory. When you select a weapon in your Inventory, the types of ammo currently in your possession appear to the right of the weapon. It is possible to carry around ammunition for a weapon you don't have yet — you will not be able to track such ammunition until you find a weapon of the correct type.



To find out how much ammunition of a given sort you have available, place the weapon in-hand. A box in the lower left corner of your screen will display the weapon, the number of rounds in the current clip and the total number of full clips available.

BOOBY-TRAPS

LAMs (Light Attack Munitions) and other grenades can be thrown, but they also have another use. Modern grenades are adhesive and equipped with a proximity sensor that allows them to be used as a makeshift mine or booby-trap.

To make a booby trap, ready the grenade and press the R1 button near any flat surface within reach. Your hand will turn to show you're within reach of a suitable surface. After a few seconds the proximity sensor will activate and anyone passing within a few feet of the grenade will set it off. You cannot set off your own booby traps, but you can be caught in the blast if an enemy is close behind. Enemies can also leave booby-traps waiting for you, so keep your eyes open.

HEALING

There is no "natural healing" in **DEUS EX**. You'll need access to a healing agent to mend your wounds. The main methods for healing are:

MEDKITS — These compact scientific wonders repair physical damage almost instantaneously. The amount of damage a medkit heals is based on your medical skill and your game's difficulty level. Medkits can be used in-hand or from the Inventory screen.

MED-BOTS — Med-Bots are self-propelled, semi-autonomous mobile surgery units. A Med-Bot heals all damage you've acquired.

AUGS — Certain augmentations allow you to heal damage.

FOOD — The nano-systems in your body can take complex carbohydrates and use them as "fuel" to repair physical damage. Food can be eaten from the Inventory or in-hand. While the healing from a single candy bar is negligible, a few candy bars and a couple of sodas can yield significant results. Nutritionally balanced soy food is by far the best food for healing purposes. Fresh water provides some minimal healing.

Alcoholic beverages (beer, wine and liquor) have no healing effect, however your nano-metabolism accelerates their intoxicating effects. You can expect to experience a few moments of disorientation immediately after metabolising alcohol.

ENERGY

Your Augs are powered by bio-electric energy, "bio-energy" for short. Your body does not produce bio-energy naturally — you have to store it in internal "batteries." When this energy reserve is exhausted, you cannot use any Augs except your Neural Link and IFF (which are not powered by bio-energy). There are two ways to replenish your bio-energy when it starts to get low:

REPAIR BOTS — These useful little mechs will charge your bio-energy fully. You can use a repair bot by focusing on it and pressing the ⊗ button.

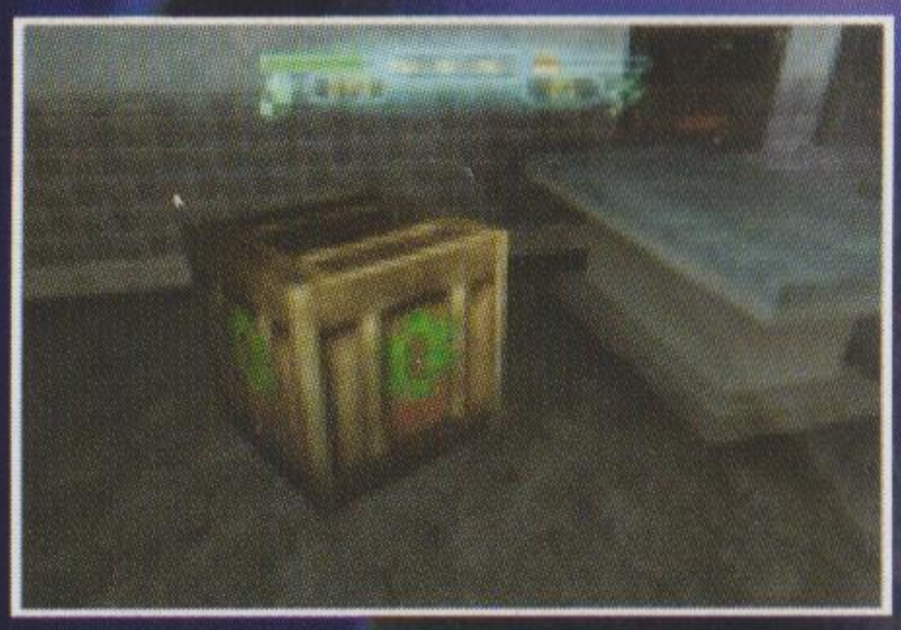
BIOCELLS — These stackable cells are quite common. They give you a one-time shot of bio-energy. It takes about four biocells to fully restore completely depleted energy reserves.

THE WORLD

You can interact directly with many objects in the world.

MOVING AND THROWING

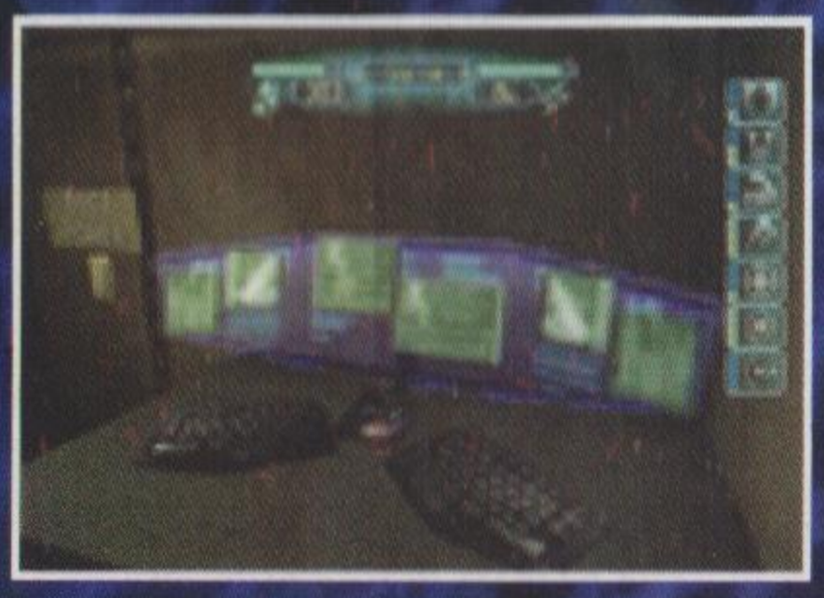
Even if an object is too large or bulky to be placed in your Inventory, you can still move it from one place to another. Medium-sized objects such as boxes and chairs can be picked up and carried if your hands are empty. To pick up an object, focus on it and press the ⊗ button. To throw a carried object press the ⊗ button again. Larger objects such as crates and barrels can't be lifted or thrown but they can be pushed around by positioning yourself behind the object and moving in the desired direction. Certain *Augs* allow you to pick up and move larger and heavier items.



CONTAINERS

Keep an eye open for wooden supply crates. These can contain a variety of useful items, including ammo, medical supplies and tools. Supply crates are identified with symbols that whether they're carrying munitions, medical supplies or general supplies. To open a supply crate, break it open with a crowbar, knife, sword or similar substantial object. You can even shoot it open if you want to expend the ammo. Be careful what you smash open, though. Some containers (often barrels) can contain hazardous materials like radioactives, poison gas or even explosives. Smashing or shooting one of these open can be deadly.

COMPUTER TERMINALS

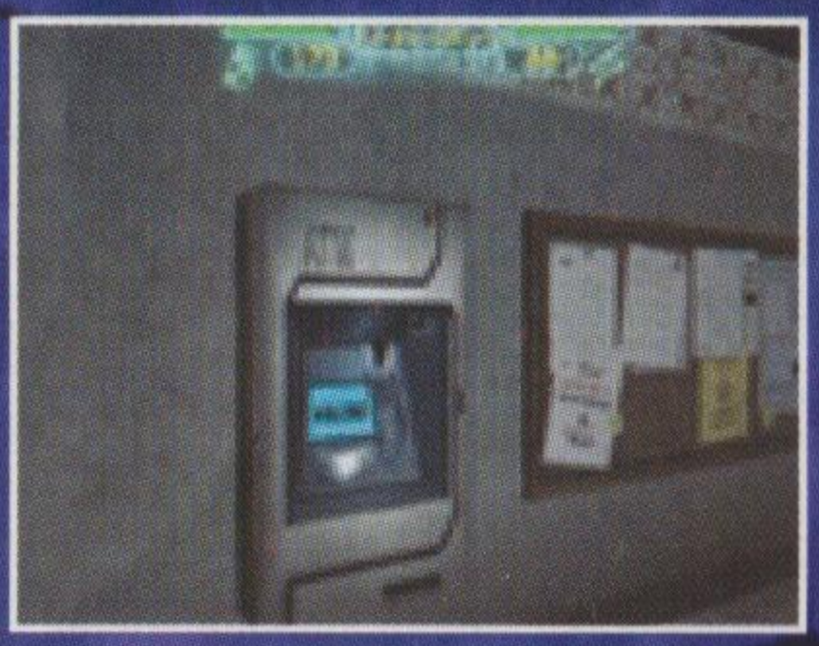


Computer terminals often contain useful information in the form of email. They can also be used to control electrical systems in the immediate area. To use a computer terminal, you need the correct user name and password. This information can be obtained from notes in datacubes, email from other systems or overheard conversations. If you have sufficient Computer Skill you can try to hack your way in. Any user names or passwords you happen to stumble upon are permanently recorded on your **Goals/Notes/Images** screen, on the **Notes** tab. Once you have a name and password in your Goals, Notes and Images file, you will automatically be granted access into that computer system.

PUBLIC TERMINALS

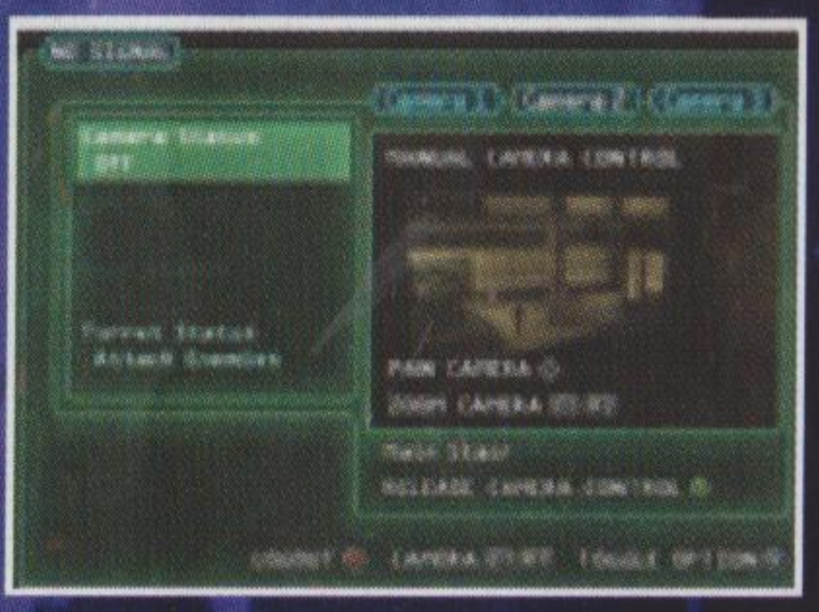
These are found in public places such as subway stations. They do not require a user name or password to use, but they only convey bulletins of general public interest.

CREDIT CHITS AND ATMS



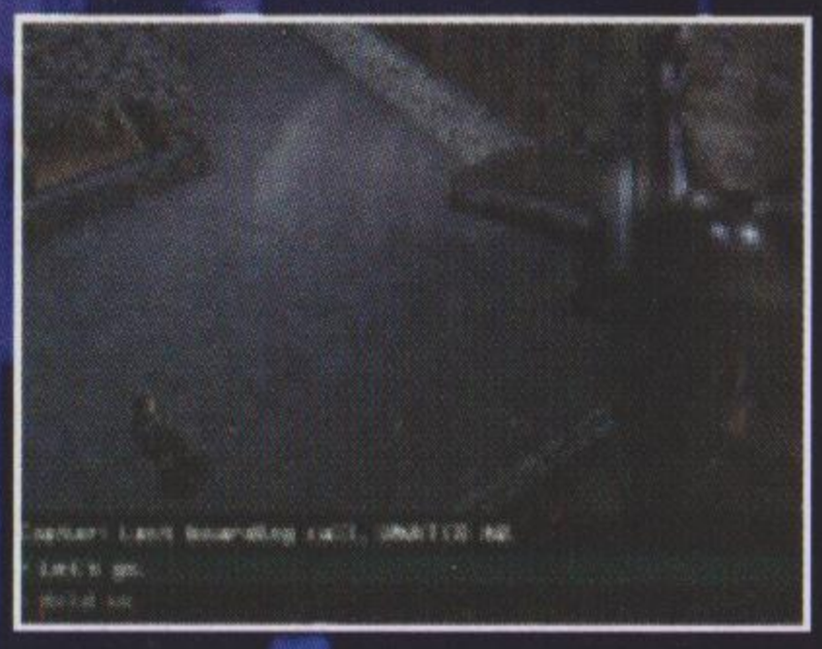
The "hard currency" of the world is the credit chit, a sort of one-use, fixed balance credit card. These can be used to buy food and supplies. ATMs are available in public places and allow access to bank accounts from which you can withdraw funds in the form of credit chits. ATMs can be hacked for cash provided your Computer Skill is sufficient. Once you obtain credit from any source, it's yours to spend.

SECURITY STATIONS



Security stations are used to turn security cameras on and off, open sealed doors, and even control automatic turrets. You can also use a security station to monitor the situation at a remote security camera. Security stations require a login and password to access them, or sufficient Computer Skill to hack your way in.

LONG-RANGE TRANSPORT



When you have to travel from one place to another, you may need to use a boat, helicopter, subway or other means of long-range transit. To make such journeys, just approach the vehicle, focus on it and press the ⊗ button.

CREDITS

ION STORM AUSTIN

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